PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

1999 ROSTERS NEW UPDATED SCHEDULE

NBA

IN THE ZONE '99

GLEN RICE
NBA ALL-STAR

KONAMI XXL SPORTS SERIES

KONAMI

Mode Selection/Game Modes

At the Title screen, press the Start button to display the Mode Selection screen. Indicate the desired mode using the directional buttons and select it with the ⊗ button. The △ button cancels the selection.

Game Modes

Exhibition

Play a single game with the teams of your choice. With the Multi-Tap, as many as 8 players can participate in the same game.

New Season

Begin a new regular season in which 50 games are played to determine which teams advance to the playoffs. The team that advances through the playoffs and wins the NBA Finals is the world champion. With the Multi-Tap, as many as 8 players can participate in the same game.

NBA Playoffs

In this tournament play, losers are eliminated and winners advance to successive rounds. Select your favorite team and try to win the NBA Finals. With the Multi-Tap, as many as 8 players can participate.

NBA All-Star

Choose either the Eastern or the Western Conference, as the top players from both conferences clash. The NBA All-Star rosters are selected at random unless you manually choose the players.

Continue

Continue playing a game that has been saved. The original game settings of the saved game will be restored. (*See Load Game/Setting Data on page 6.*)

Settings

Here, you can customize play by changing the various game settings.

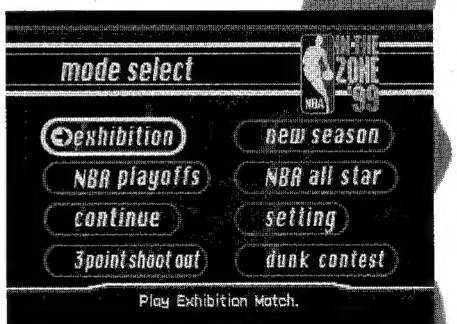
3-Point Shootout

Choose your favorite player and compete in the 3-point shootout. With the Multi-Tap, as many as 8 players can compete simultaneously.

Dunk Contest

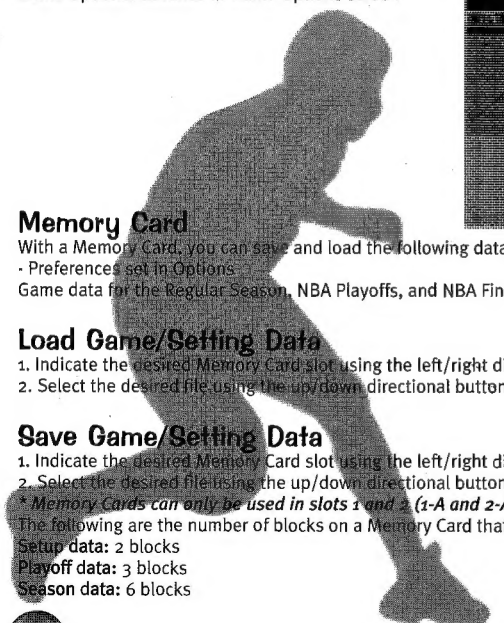
Choose your favorite player and compete in the dunk contest. With the Multi-Tap, as many as 8 players can compete simultaneously.

Mode Select



Tip-Off Menu

Tip-off: Start the game
Substitution: advance to Player Substitute screen
Strategy: advance to Strategy Options screen *(See pages 19 and 20)*
Control Config: advance to Controller Options screen
Game Options: advance to Game Options screen



Memory Card

With a Memory Card, you can save and load the following data.
- Preferences set in Options
Game data for the Regular Season, NBA Playoffs, and NBA Finals

Load Game/Setting Data

1. Indicate the desired Memory Card slot using the left/right directional buttons and press the ⊗ button.
2. Select the desired file using the up/down directional buttons and press the ⊗ button.

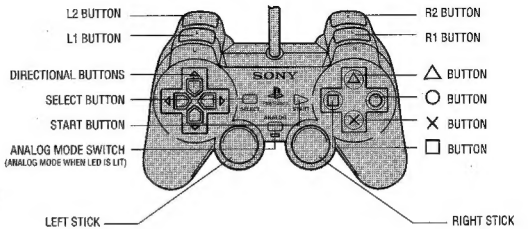
Save Game/Setting Data

1. Indicate the desired Memory Card slot using the left/right directional buttons and press the ⊗ button.
2. Select the desired file using the up/down directional buttons and press the ⊗ button.

**** Memory Cards can only be used in slots 1 and 2 (1-A and 2-A, when using a Multi-Tap).***

The following are the number of blocks on a Memory Card that are necessary for saving various data.
Setup data: 2 blocks
Playoff data: 3 blocks
Season data: 6 blocks

Game Controls



Offense

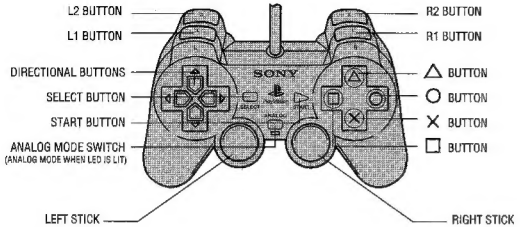
L2 Button: Pin Point Passing
Hold the L2 Button and press the corresponding Button to pass to that player.
L1 Button: call button
Request a teammate to set a screen.
Directional Buttons
Control player movement.
Left stick
Control player movement.
Right stick
Not used.

Start Button

Pause the game
From the Pause menu the following options are available:
- Continue play
- Show instant replay of previous play
- Substitute a player
- Change your strategy
- Take a time out
- Game option
- Control config
- User setup
- Quit game

R2 Button: formation change Button
While holding down the R2 Button, press a desired Button to change the team formation.
R1 Button: power button
Using the power button in various combinations enables you to execute plays aggressively.
Dash: R1 Button + directional Button
△ Button: action Button
○ Button: change players
Change the player you control.
⊗ Button: pass
Pass the ball to a teammate.
□ Button: Shoot
Shoot or rebound the ball.

Game Controls



Defense

L2 Button: Instant Defense Button
Hold the L2 Button and press the corresponding Button to control that player.

L1 Button: Call Button
Double-team an opponent.

Directional Buttons
Control player movement.

Left stick
Control player movement.

Right stick
Not used.

R2 Button: Formation change Button
While holding down the R2 Button, press a desired Button to change the team formation.

R1 Button: Power Button
Using the power Button in various combinations enables you to execute plays aggressively.

Power block: R1 Button + ○ Button causes the player to attempt an aggressive block without concern for fouling.

Dash: R1 Button + directional Button

Power steal: R1 Button + × Button causes a player to attempt an aggressive steal without concern for fouling.

△ **Button:** Action Button

○ **Button:** Change players
Change the player you control.

× **Button:** Steal / Intercept
Intercept a pass or steal the ball.

□ **Button:** Block / Rebound
Block a shot or rebound the ball.

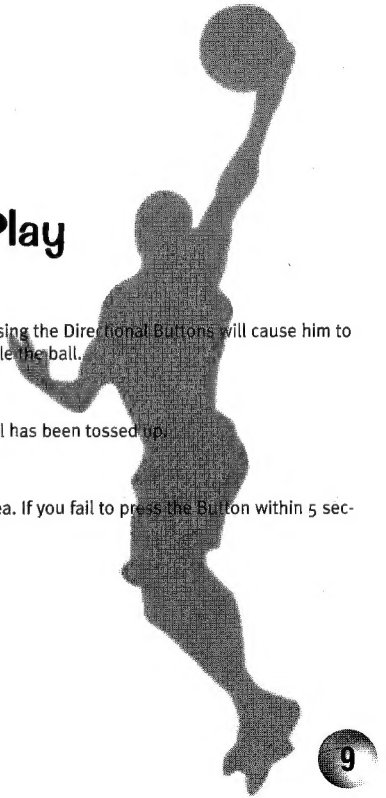
Start Button

Pause the game
From the Pause menu the following options are available:
- Continue play
- Show instant replay of previous play
- Substitute a player
- Change your strategy
- Take a time out
- Take a time out (The time out will be called at the beginning of the next offensive possession.)
- Game option
- Control config
- User setup
- Quit game

Instant Replay Controls

△ **Button:** Exit
↓ **Directional Button:** Rewind to the beginning of the Replay
↑ **Directional Button:** Play the Replay at normal speed
← **Directional Button:** Frame by frame rewind
→ **Directional Button:** Frame by frame play
R1 **Button:** Press and hold to switch to Camera Control Mode
R2 **Button:** Press and hold to switch to Camera Focus Mode

Basic Play



Dribbling

When a player on your team has control of the ball, pressing the Directional Buttons will cause him to move in the indicated direction while continuing to dribble the ball.

Jump Ball

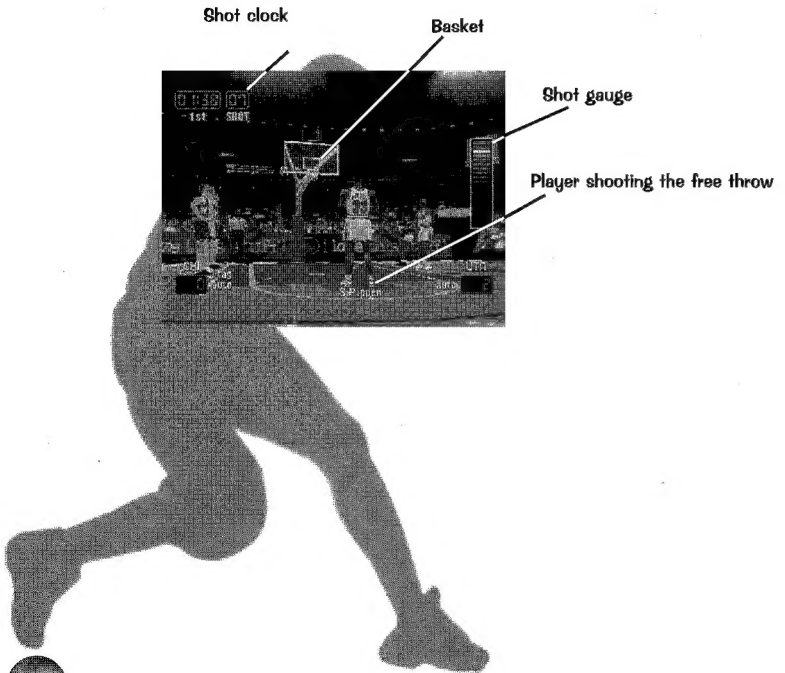
Press the shoot Button with the right timing after the ball has been tossed up.

Throw-in

Press the Pass Button to throw the ball into the court area. If you fail to press the Button within 5 seconds, the ball will automatically be thrown in.

Free Throws

Press the ● Button when the yellow shot indicator moves into the light-blue area on the shot gauge.



Play Techniques

Dunks

Shake off the defenders and press the Shoot Button as close to the basket as possible.
● Button

Alley Oop

When a teammate is underneath the basket, press the Shoot Button and Pass Button simultaneously to throw him an alley oop pass.
✕ Button + ● Button

Fade Away

When shooting the ball, press the Directional Button in the direction away from the basket.
Directional Button + ● Button

Fake

Quickly tap the shoot Button.
● Button

Rebound Dunk

When a teammate's shot does not go in, press the Shoot Button while underneath the basket to rebound and dunk the ball in one motion.
● Button underneath the opponent's basket

Double Clutch

Press the Action Button during a dunk shot or layup.
● Button + △ Button

Drive In

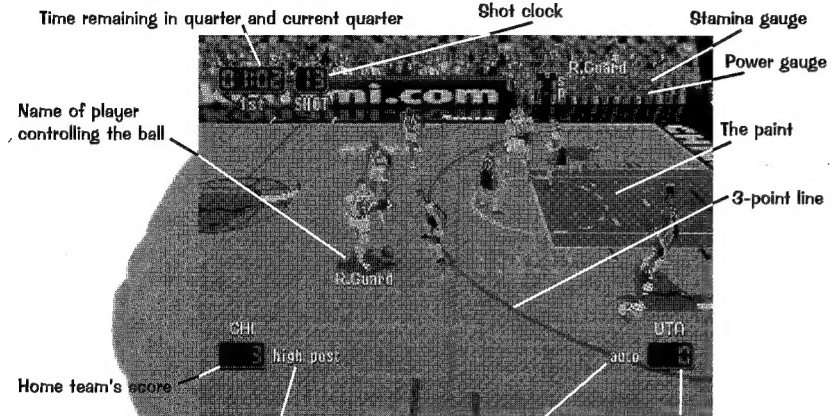
When your player has the ball, press the Action Button while holding down the R1 Button to drive to the basket.
R1 Button + △ Button

Pin Point Passing

Pressing and holding the L2 Button will cause a Button symbol to be displayed over each of the players. To pass to one of those players, press the appropriate Button.

Game Screen

During play



3-Point Shootout

Controller select

Select the controllers that will be used for the 3-Point Shootout.

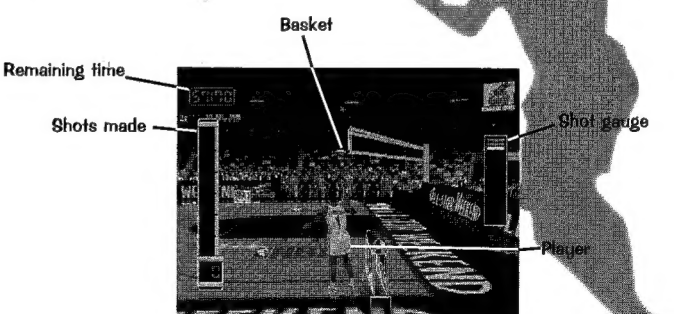
Player select

Select the number of players, which players will participate, and who will control them.

3-point shootout

Begin the 3-point shootout contest. Players have 60 seconds to shoot 25 balls. To shoot, wait for the yellow shot gauge to come up over the orange gauge and press the ○ Button. Players scoring in the top half advance to the next round.

** Press the △ Button to simulate the computer controlled players score.*



Dunk Contest

Controller select

Select the controllers that will be used for the Dunk Contest.

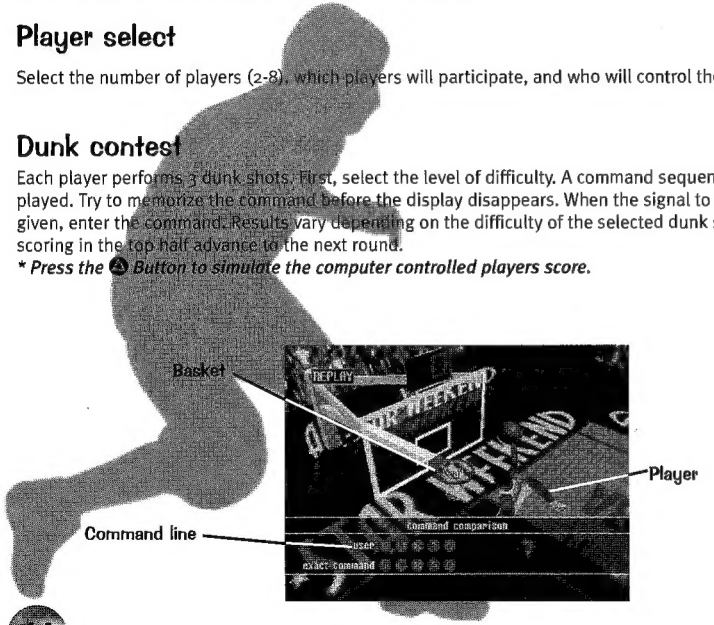
Player select

Select the number of players (2-8), which players will participate, and who will control them.

Dunk contest

Each player performs 3 dunk shots. First, select the level of difficulty. A command sequence will be displayed. Try to memorize the command before the display disappears. When the signal to begin is given, enter the command. Results vary depending on the difficulty of the selected dunk shot. Players scoring in the top half advance to the next round.

**** Press the △ Button to simulate the computer controlled players score.***



Settings

Load Setting

Load previously saved settings.

Save Setting

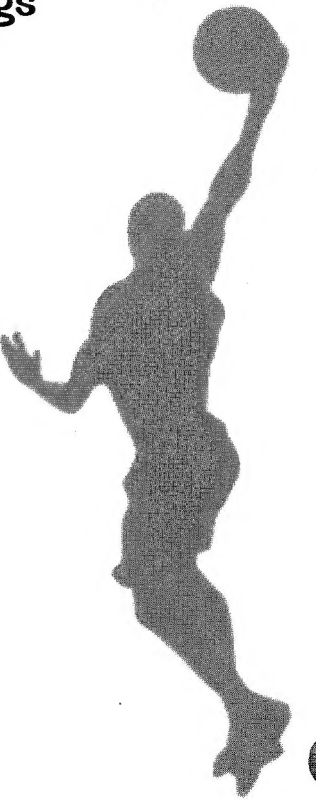
Save any changes made to the settings.

Reset

Initialize all settings to their original states.

Rules

Change game rules and settings.
- Home court advantage (on/off)
- Difficulty (Very Easy to Very Hard)
- Quarter length (Minutes per quarter)
- Foul out (Set number of fouls required to foul out)
- Team foul (Set Maximum number of Team Fouls)
- Stamina (adjust level)
- Shoot (adjust level)
- Injury (on/off)
- Player lock (on/off)
- Season schedule (50 or 82 games)
- Playoff series (Set the number of games)



Game Options

Change settings during play.
- Replay (set replay frequency)
- Stadium announcer (on/off)
- Volume (adjust level)
- Camera (adjust zoom and camera height)
- Formation display (on/off)
- Score display (on/off)
- Player Highlight (select display type)
- Ball colors (select colors)
- Fatigue (on/off)
- Auto steal avoidance (on/off)
- Auto player change (on/off)
- Foul settings (on/off)
- 3-sec violation (on/off)
- 5-sec violation (on/off)
- 10-sec violation (on/off)
- 24-sec violation (on/off)
- Back court violation (on/off)
- Out of bounds (on/off)
- Screen alignment (vertically adjust game screen)

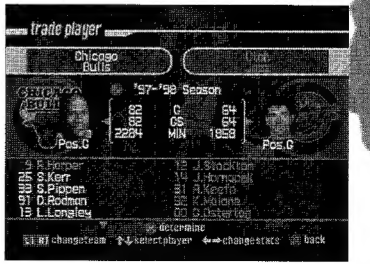
Control Config

Change the functions assigned to buttons on the controller.

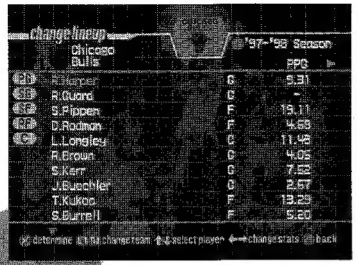
Roster

Change starters, trade players, or create your own original players. You can also view statistics for teams or players.

Trade Player: trade a player to another team.

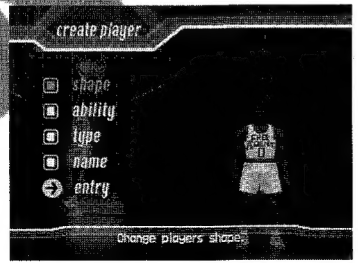


Change Lineup: alter your starting players.



Change Number: Change any player's jersey number.
Change All-Star Member: Choose the players for the All-Star team.
Change All-Star Lineup: Change the All-Star starting lineup.

Create Player: design your own original player.
- **Copy player:** make a copy of an existing player.
- **Create new player:** design an original player.
- **Change number:** change the player's jersey number.



Formations

Ensure that the play develops according to your strategy by effectively using the formation Button to select from a variety of offensive or defensive patterns.

Offense

Box Offense
This basic formation begins in a fixed pattern. Screens are set to free a player up for a pass.
Sideline Offense
In this offense, the ball is passed around on the perimeter until a player has a chance to take an open shot.
High Post Offense
This offense begins with a player set up at the high post.
3-Point Offense
A formation intended to get a shooter a 3-point shot opportunity. The shooter moves around outside of the 3-point line and waits for a pass.
Inside Offense
Players on the inside set screens to free up a player under the basket.
Isolation
Players move out of the ball handler's way, allowing the ball handler to go one-on-one with an opposing player.
Auto Offense
One of the above 6 formations is automatically selected based on the conditions.

Defense

Full Court Defense
An aggressive defense applied over the entire court, creating opportunities for steals and turnovers. However, protection under the basket will be weak, should the opposing team break quickly through the defense.

Half Court Defense
The defense sets up around the basket, providing strong protection and creating easy opportunities for rebounds.

3/4 Court Defense
A formation balanced between full court defense and half court defense.

Trap Defense
A full court defense that constantly aims at trapping the player with the ball, automatically double-teaming without the player having to press the call Button. However, protection under the basket will be weak, should the opposing team break quickly through the defense.

Auto Defense
One of the above four defenses is automatically selected based on the point difference.

Description of abbreviations used during the game

G: games played
GS: games started
MIN: total minutes played
OT: overtime period
PF: personal fouls
FGM: field goals made
FGA: field goals attempted
3FGM: 3-point field goals made
3FGA: 3-point field goals attempted
FTM: free throws made
FTA: free throws attempted
OREB: offensive rebounds
DREB: defensive rebounds
RPG: rebounds per game
AST: assists
APG: assists per game
HI: high score
W-L: win-loss record
GB: games back of division leader
PF: personal fouls
FPG: fouls per game
DQ: number of disqualifications (ejections)
STL: steals
SPG: steals per game
BLK: blocked shots
BPG: blocked shots per game
TO: turnovers
PTS: total points
AVG: average points per game
PPG: points per game
MPG: minutes played per game

Timeouts

When substituting players, the changes take effect when play resumes after a timeout. Timeouts also allow the players to recover some of their stamina. In regulation time, each team can take a total of 7 timeouts. However, a team can take only 4 timeouts in the fourth quarter. In overtime periods, each team can take a total of 3 timeouts, regardless of whether they had timeouts leftover at the end of regulation.
* A team cannot call a timeout when playing defense.

Fouls

A defensive foul is charged for defending against an offensive player too aggressively. If the offensive player is in the act of shooting, he is awarded free throws. Offensive fouls are charged when the offensive player is too aggressive. Fouls committed on offense always result in the opposing team gaining possession of the ball.

Free Throws

When a player is fouled during the act of shooting, that player is awarded free throw shots.
- If the player's shot at the time of the foul is good, the basket is counted and the player is awarded one additional shot from the free throw line.
- If the player's shot at the time of the foul is not good, the player is awarded two free throws if the shot was inside the 3-point line, or three free throws if the shot was outside the 3-point line.

Fouling out

A player who is charged with a total of six personal fouls is ejected from the game and is not allowed to return during that game. The number of fouls can be adjusted from the rules setting screen.

Hints

Offense

Do not drive in recklessly. When recklessly running with the ball or driving to the basket, you may stumble and have the ball easily stolen from you. Particularly, drives near the basket should only be performed when you see an opening.

Use your screens

When you want to free yourself up, call for a screen by pressing the L1 Button. A nearby teammate will set a screen on the player guarding you, allowing you to break free.

Use the R1 Button for 3-pointers

When you find yourself free for a 3-point shot, use the R1 + ○ Button combination to aim and shoot. Your chances of making the shot are increased in proportion to the time you hold down the R1 Button. However, the ball can be stolen easily while you are setting up the shot.

Defense

When playing defense, use the △ Button. By pressing and holding the △ Button, your player will automatically run towards and defend the offensive ball carrier. However, failing to cover other players that pose a threat may lead to a player breaking free for an easy basket. Also, do not forget that the ○ Button changes the player you control.
If the offensive player you are guarding is tripped up, go immediately for the steal. You have a much higher chance of picking the ball in this situation.
Respond to aggressive play by taking a foul.
When the opposing team is driving hard to the basket and dunking aggressively, press the △ + R1 Buttons. If you are set up in the opponent's path, an offensive foul will be assessed to the opponent.

Multi-Player

It is possible for multiple users to play this game simultaneously, either on the same team or against one another. To do this, you will need separate controllers for each player and a Multi-Tap (sold separately). Four controllers can be connected to each Multi-Tap.

Necessary Equipment

2 players: 2 controllers
3-5 players: 1 controller for each player and 1 Multi-Tap
6-8 players: 1 controller for each player and 2 Multi-Taps

Connection Method

* Notes on using the Multi-Tap
When connecting controllers to the Multi-Tap, always connect a controller to controller port 1-A on the Multi-Tap first, before connecting controllers to controller ports 1-B, 1-C, or 1-D. It is highly recommended that you only use controllers that come included with the PlayStation® game console or approved controllers.